Attatch a invisible object at the bone of the beacon via the scripts.dll (do this because beacons and c4 do not respond well to timers that are in cinematics). Then attatch test_cinematic to the invisible object and define your a-10 airstike cinematic text file. Make sure you cinematic text file is in your data folder.

Then when you place the beacon the airstike cinematic will be activated. You might also want to make the beacon kill itself...